

Storing sequences

MR-05-0188

Sequence storage areas

Sequences are stored in special storage areas called sequence files. These files are created separately from the sequence itself and contain a specific amount of space.

Sequence files

There can be only one set of eight numbered sequence files in each catalog or subcatalog. These eight sequence files appear in the Sequence Directory as:

| | | | |
|----------|----------|----------|----------|
| <seq #1> | <seq #2> | <seq #3> | <seq #4> |
| <seq #5> | <seq #6> | <seq #7> | <seq #8> |

Sequences can be stored in them (written to them) using the buttons under **timbre/sequence storage**. They can be recalled using either the button panel or the Sequence Directory.

Sequence files can also be stored under names like "funk" or "boneloop." These names are assigned from the Monitor and can contain up to eight characters. Named sequences can be recalled only from the Sequence Directory. Instructions for naming sequences are in the manual *Organizing and Storing Sounds*.

Master Timbre/Sequence Storage Disk

The disk labeled Master Timbre/Sequence Storage Disk contains eight empty sequence files. Before you begin storing sequences, you should make a copy of these sequence files. You can organize your Winchester disk space into subcatalogs and store a set of sequence files in each subcatalog. Or you can copy them onto a blank formatted floppy disk.

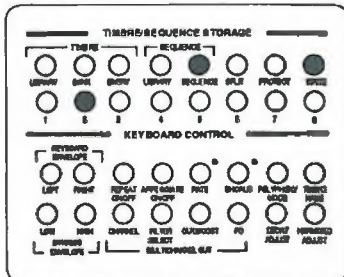
Instructions for creating subcatalogs and copying sequence files are in the manual *Organizing and Storing Sounds*.

The chart below gives the lengths, in sectors, or the sequence files found on the Master Timbre/Sequence Storage Disk.

| sequence file | total sectors |
|---------------|---------------|
| <seq #1> | 500 |
| <seq #2> | 500 |
| <seq #3> | 250 |
| <seq #4> | 250 |
| <seq #5> | 125 |
| <seq #6> | 125 |
| <seq #7> | 125 |
| <seq #8> | 125 |

Warning: If you store a sequence in a file that already contains a sequence, you erase the previously stored sequence.

Sequence storage areas (con't)



sequence, write, numbered button
panel 4

Storing sequences in the current catalog

1. Press and hold the write button.

The display window shows

PRESS ENTRY,
BANK OR SEQUENCE

2. Press the **sequence** button.

The display window shows

PRESS "1-8" TO
STORE SEQUENCE

3. Press a numbered button under **timbre/sequence storage**.

The display window shows

[number] SECTORS
WRITTEN TO DISK

If the display window shows

ERROR - NOTHING
WRITTEN TO DISK

repeat the procedure, making sure you press the buttons in the right order.

A sequence can be stored to any device or subcatalog in your system by selecting the device or subcatalog from the subcatalog directory before storing the sequence.

Storing a sequence on a floppy disk

1. Place a formatted disk containing numbered sequence files in the floppy drive 0.
2. Press and hold **write**.

The display window shows

PRESS ENTRY,
BANK OR SEQUENCE

3. Continue to hold write while you press and hold sequence library.
4. Continue to hold both buttons and press sequence.

The display window shows

**PRESS "1—8" TO
STORE SEQUENCE**

5. Press a numbered button under **timbre/sequence storage**.

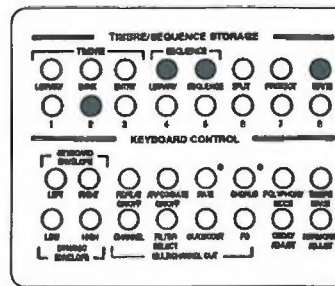
The display window shows

[number] SECTORS
WRITTEN TO DISK

If the display window shows

ERROR—NOTHING WRITTEN TO DISK

repeat the procedure, making you press the buttons in the right order.



sequence library,
sequence, write,
numbered button
panel 4

Sequence storage areas (con't)

Storing large sequences

If your sequence is too large for the sequence file selected, an error message appears in the display window.

SEQUENCE IS TOO
LONG TO STORE

If this happens, select another sequence file with more space and repeat the procedure.

It is a very good idea to always have on hand an empty sequence disk with large sequence files on it.

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Emergency storing procedures

If you should happen to create a sequence that is too large to store in any available numbered sequence file, you can save it to a named file using the Sequence Editor.

1. Return to the Main Menu and select the Sequence Editor.
2. Click on the Save Sequence command in the command panel to the right.

The Save Sequence dialog appears in the Dialog panel at the top of the screen.

3. Enter a filename or treename.
4. Click on the SAVE SEQUENCE button.

The sequence is saved to the designated catalog and file.

With the sequence safely stored, you can resize your subcatalog and create larger sequences files as necessary. (See the manual *Organizing and Storing Sounds*.)

Sequence storage areas (con't)

What is saved with a sequence

When you store a sequence, you store the actual notes—starting times, pitches and durations—on each track of the sequence. You also store

- the timbre used on each track, including all its parameters, any real-time effects and the names of any associated sound files;
- the current mark point;
- the current beats-per-measure value;
- any transpositions or loops;
- the current click rate, click rate multiplier and live click track assignments;
- the current speed setting;
- any special scales or octave ratios;
- any Music Printing editing;
- any track routings and track volumes;
- any MIDI routings, program changes or filter assignments;
- any real-time effects records.

What is not saved with a sequence

When you store a sequence, you do not store with it

- the current keyboard timbre, its multichannel and MIDI routing and MIDI filter assignments;
- the current overwrite assignments;
- the current overall tuning;
- keyboard split point settings;
- the on/off status of the MIDI echo, mark point and stepping function.

Sequence names

A sequence is identified by the number of the button under which you store it. You can also give it a name that gives it a more specific identification.

Naming a sequence

Sequences can be stored by name as well as by number. Named sequences have several advantages over numbered sequences.

- They appear by name on the Sequence Directory.
- They can be identified more readily.
- They require less storage space.
- They cannot be overwritten from the keyboard.

You name a sequence using special commands from the Monitor software module. You enter these commands by typing them on the terminal keyboard, following each command by pressing the <return> key.

1. Use the **timbre/sequence storage** buttons to store your sequence in a numbered sequence file. Make a note or remember the number of the sequence file.
2. Press the <break> key to leave the Real-Time Performance system and enter the Monitor module.

The current display disappears and the ready prompt appears on the terminal screen.

3. Enter the Monitor command

recall <sequence number>

When the ready prompt reappears, the sequence has been loaded into memory.

Naming a sequence (con't)

4. Enter the command

set type sync

The file in memory is set up as a Synclavier sequence file.

5. Enter the command

save <sequence name>

When the ready prompt reappears, the sequence has been stored in a named file. It continues to be stored in the numbered sequence file as well.

6. Enter the command

play

In a few moments, the Welcome Menu of the Real-Time Performance system appears and the sequence starts playing.

Sequence names (con't)

Names for sequences

A sequence name may contain up to eight characters. It must begin with a letter and may not contain spaces or the following characters:

? ! : ; , / \ < > + = % & * | @

If you try to save a file whose name is already in use, a message appears on the terminal screen.

FILE <filename> IS ALREADY SAVED

This tells you that a file with the designated filename is already stored on disk. Choose another filename for the file.

To erase the existing file with the designated filename and replace it with the new file:

- Enter the Monitor command

replace <filename>

The new sequence overwrites the old one.

Recalling and playing a named sequence

You can only recall and play named sequences from the Sequence Directory on the terminal screen.

1. Select the Sequence Directory from the Main Menu or Welcome Menu.
2. Select a named sequence by clicking on it with the mouse or by moving the terminal cursor to it with the arrow keys and pressing **<return>**.
3. Press **start** on the keyboard button panel.

The sequence starts playing.

Sequence file size and disk space

When you specify a size in sectors after the save command, the computer automatically makes that amount of disk space available for notes, timbre definition and Music Printing editing.

The size of the file is only limited by the amount of disk space available. The maximum usable size is limited only by the amount of external memory installed in your system.

The space in the sequence is divided into space used for storing the notes of the sequence and space used for timbre definitions, Music Printing editing and so on. The maximum amount of space used by timbres and Music Printing information is 250 sectors. Smaller sequence files, especially those smaller than 250 sectors, are likely to use some of the timbre definition space as notespace.

Practically speaking, a 500 sector sequence is a very long sequence. You are only likely to run out of space when utilizing real-time effects extensively. Each RTE record is equivalent to one note. Continuous controller movements such as pitch or mod wheel or pedals generate large numbers of RTE records.

The figure on the opposite page illustrates the relationship between file size, notespace and timbre/Music Printing space.

*Sequence file
directory entries
and filenames*

| sequence directory entry | disk file name |
|--------------------------|----------------|
|--------------------------|----------------|

| | |
|----------|----------|
| <seq #1> | .sq0data |
| <seq #2> | .sq1data |
| <seq #3> | .sq2data |
| <seq #4> | .sq3data |
| <seq #5> | .sq4data |
| <seq #6> | .sq5data |
| <seq #7> | .sq6data |
| <seq #8> | .sq7data |

Creating sequence files

You can create sequence files of different sizes for different purposes. You can store a maximum of eight numbered sequence files in any subcatalog.

The .sqndata file

The eight numbered sequences that appear in the sequence directory are stored in special data files named

.sqndata

The "n" in the filename is a number from 0 to 7. You can store up to eight of these .sqndata files in one subcatalog.

If you have not already created a catalog system for your Winchester, you should consult the manual *Organizing and Storing Sounds*.

Creating sequence files (con't)

5. Enter the command

save, [number of sectors]

Be sure you have included the comma (,) after the **save** command.

A file named **.sq0data** with the designated number of sectors is copied from memory to the current catalog. This file appears as **<seq #1>** on the Sequence Directory. You can store a sequence in it using button 1 under **timbre/sequence storage**.

6. Enter the command

save .sq1data, [number of sectors]

A sequence file corresponding to **<seq #2>** on the Sequence Directory and button 2 under **timbre/sequence storage** is created and stored.

7. Repeat step 6, changing the number in the file name, to create up to eight sequences. The eighth sequence file will be named **.sq7data**.

Creating sequence files (con't)

Creating sequence files

You create a sequence file using special commands from the Monitor software module. You enter these commands by typing them on the terminal keyboard, following each command by pressing the <return> key.

1. Select the Subcatalog Directory from the Main Menu and make the subcatalog* in which you want to store the new sequence file(s) the current catalog.
2. Press <enter> on the terminal keyboard to leave the Subcatalog Directory and <break> to enter the Monitor.

The ready prompt appears on the terminal screen.

3. Enter the command

new .sq0data

Be sure to type the leading period (.) and zero, rather than the letter "O".

A new, empty current file named ".sq0data" is created in computer memory.

4. Enter the command

set type sync

* Instructions on creating a subcatalog system on your Winchester are in the manual *Organizing and Storing Sounds*.

*Sequence storage
sizes*

| sequence file size in sectors | note space in notes | timbre/Music Printing space in sectors |
|-------------------------------------|------------------------|--|
| 500 | 60,000 | 250 |
| 400 | 50,000 | 250 shared |
| 250 | 30,000 | shared space |
| 125 | 15,000 | shared space |